

**Information, Guidelines, and Deadlines**

The original *Battle of the Books* originated in Chicago in 1938 as a radio book contest. At the time, teams from Chicago Public Schools competed against each other, and Carson Pirie Scott & Co. offered gift certificates with which the winning team could buy books for their school library. The Battles were broadcast for 25 years, playing an integral role in the literacy history of Illinois.

With the beginning of the Rebecca Caudill award in 1988, The *Battle of the Books* made a tremendous comeback in schools all over the state of Illinois. Promoting recreational reading and familiarizing students with the best in books and authors, the *Battle of the Books* program mixes friendly competition with the love of literacy.

**Battle List:** You will want anywhere from 10-20 books that are selected based off of merit awards, your reader population, teacher choice, and book availability.

**Battle of the Books (BOB) Participation Requirements:**

- Students will work in teams of 4-5 students.
- The team of students will determine reading patterns. Each student on the team will be required to read five novels on the list so that the team as a whole reads the entire list.
- Each team will meet with teachers for a goal setting session once reading assignments are divvied up.
- For each of their assigned novels, students will have a deadline to meet. On the day of the deadline, students will need to have finished reading their Battle Book, and they will need to turn in 20 typed questions which follow BOB question format.
- Students must meet all of the BOB deadlines to participate in the Battles.

**Battles (Based on class size of 30ish, about 6 teams per class. If you have more or less, you may need to modify team advancement in the rounds below.)**

- *Rounds 1 and 2:* These are speed rounds played to accumulate points/no winners after each battle. These are merely qualifying rounds. Teams do not go against one another in head-to-head battle. Teams are asked a series of questions to accumulate points (about 10 questions), and the top teams advance. Based on a team's cumulative score, in a class of about 30, four teams will go on to rounds 3 and 4.
- *Rounds 3 and 4:* Scores are wiped clean/teams accumulate points/no winners/speed rounds continue. Based on cumulative scores, the top two teams from each class will advance.
- *Round 5 (Playoffs):* Scores are wiped clean/ the top two teams from each class will battle for a winner, this is head-to-head battle volleying back and forth, alternating questions with the ability to steal. The winning team from each class advances.
- *Round 6 (Semi-finals):* In an all-team event, the winning team from each teacher will battle. The winning teams will advance to the Finals.
- *Round 7 (Finals):* Final team vs. Final team in the Showcase Showdown! Bring your cheering voice!!
- *Thanks to area businesses who will be donating prizes for the semi-final and finalist participants.*

### **BOB Question Format:**

1. On every Battle deadline, twenty typed questions about the book are due. ONE TYPED COPY OF THE QUESTIONS must be turned in on the deadline date. One copy will be graded for format, content accuracy, and conventions.

All of the questions will be saved to generate the competition questions for the final battles.

2. Questions need to have a heading on the left side of the page which includes student name, LA period, LA teacher, and Battle Deadline Number
3. Following the heading, students are to center the title of the book (underline) and the author at the top of the page.

The Outsiders: S. E. Hinton

4. Number the questions one through 20.
5. Following the number, type the question followed by a question mark.
6. Provide the complete answer underneath the question with the page number. Put the entire answer in parenthesis. (See example)

1. When Ponyboy stepped out into the bright sunlight from the darkness of

the movie house, who was he wishing that he looked like?

(Paul Newman because Ponyboy thought that he looked tough, p. 1)

7. Questions and answers are to be typed in 12 point font.
8. Questions and answers are to be double spaced.
9. Follow proper sentence structure and conventions when writing.
10. Questions cannot be true/false, yes/no, or multiple choice. They must be short answer.
11. Questions cannot contain the title of the book or the author's name.
12. Do not use pronouns to represent the characters without including the antecedent.  
Example: What did she get from her mom on her sixteenth birthday?
13. Questions should be comprehensive of the novel and indicate the reader's knowledge of the plot, characters, setting, theme, problem, or conflict in the book.
14. Therefore, questions need to cover content from the whole book. Do not create 20 questions from Chapters 1 and 2.
15. Type questions in the order they appear in the book.
16. Assignments that do not follow the above guidelines will not be accepted.
17. Create question post-its as you read! That way when you finish the book, you select the 20 best questions to type up and turn in!

### **Scoring:**

Every question has three parts: trivia from book (6 pts), author (3pts), book title (3pts). Teams have 30 seconds on the clock, and the question can only be repeated one time.

Teams confer to discuss the answer. There is a designated team spokesperson who speaks for the team. Only that person gives final answers.

If a wrong answer is given, teams are allowed a second answer to each part of the question if time allows.

In head-to-head battle, once teams run out of time and guesses, the question bounces to the other team for a steal (15 seconds). They can steal any part of the question that remains. They only get to give one answer per part of the question, and each part of the question that they steal is worth 3 pts. Steals do not apply to the Qualifying Speed Rounds.